PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of

Brian R. Beams, et al. Dkt. No: 05222.00185

Appln. No.: unknown Group Art Unit: unknown

Filed: 8/22/01 Examiner: unknown

For: A SYSTEM METHOD AND ARTICLE OF MANUFACTURE FOR CREATING INTERACTIVE SIMULATIONS UTILIZING A REMOTE KNOWLEDGE BASE

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

This Amendment is being filed along with the filing of the application. This application is a continuation of U.S. Application No. 09/305,877 entitled A System, Method and Article of Manufacture for Creating Interactive Simulations Utilizing a Remote Knowledge Base and filed on May 5, 1999, U.S. Application No. 09/306,464 entitled System, Method, and Article of Manufacture for Instantiating a Virtual Consultant with Individualized Interactive Guide, U.S. Application and filed on May 5, 1999, U.S. Application 09/306,465 entitled A System, Method and Article of Manufacture For Creating Collaborative Simulations with Multiple Roles for a Single Student and filed on May 5, 1999, and U.S. Application 09/306,467 entitled A System, Method, and Article of Manufacture for Creating Chat Rooms with Multiple Roles for Multiple Participants and filed on May 5, 1999. It is believed that no fee is due in connection with this filing. However, if a fee is due, the Office is authorized to charge such a fee to Deposit Account No. 01-0850.

Prior to examination of the application, please amend the application as follows:

IN THE CLAIMS:

Please add the following new claims:

18. (New) A method for establishing a virtual consultant training session, comprising the steps of:

(a) receiving information indicative of a goal;

(b) prompting a user to enter a response congruent with the goal;

(c) receiving the response to the goal;

(d) calculating a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

(e) providing feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

(f) invoking a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

(g) utilizing the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base, wherein the first indicia includes the response to the goal.

19. (New) The method for establishing a virtual consultant training session as recited in claim 18, wherein the first indicia includes a previous response to a previous goal.

20. (New) The method for establishing a virtual consultant training session as recited in claim 18, wherein the first indicia includes a profile of the user.

21. (New) The method for establishing a virtual consultant training session as recited in claim 18, wherein the first indicia includes a second indicia associated with another user.

22. (New) The method for establishing a virtual consultant training session as recited in claim 18, wherein the knowledge base is resident on a plurality of servers which are coupled to a computer network.

23. (New) The method for establishing a virtual consultant training session as recited in claim 22, wherein the computer network supports Internet Protocol (IP).

24. (New) The method for establishing a virtual consultant training session as recited in claim 22, wherein the computer network includes a Local Area Network (LAN).

25. (New) The method for establishing a virtual consultant training session as recited in claim 22, wherein the computer network includes a Wide Area Network (WAN).

26. (New) The method for establishing a virtual consultant training session as recited in claim 18, wherein the help engine includes notification of a virtual director engine.

27. (New) The method for establishing a virtual consultant training session as recited in claim 26, wherein the virtual director engine includes a domain expert.

28. (New) An apparatus for establishing a virtual consultant training session, comprising:

(a) logic that receives information indicative of a goal;

(b) logic that prompts a user to enter a response congruent with the goal;

(c) logic that receives the response to the goal;

(d) logic that calculates a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

(e) logic that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

(f) logic that invokes a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

(g) logic that utilizes the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base; wherein the first indicia

includes the response to the goal.

29. (New) A computer program embodied on a computer-readable medium that establishes a virtual consultant training session, comprising:

(a) a code segment that receives information indicative of a goal;

(b) a code segment that prompts a user to enter a response congruent with the goal;

(c) a code segment that receives the response to the goal;

(d) a code segment that calculates a level of congruency between the response and a target response designed to achieve the goal utilizing a virtual consultant training session;

(e) a code segment that provides feedback to the user reflecting the level of congruency to assist the user in achieving the goal;

(f) a code segment that invokes a help engine from the virtual consultant training session to assist the user in response to a first indicia associated with the user; and

(g) a code segment that utilizes the help engine to present remedial information to aid the user utilizing the first indicia and a knowledge base; wherein the first indicia includes the response to the goal.

30. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 29, wherein the first indicia includes a previous response to a previous goal.

31. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 29, wherein the first indicia includes a profile of the user.

32. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 29, wherein the first indicia includes a second indicia associated with another user.

33. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 29, wherein the knowledge base is resident on a plurality of servers which are coupled to a computer network.

34. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 33, wherein the computer network supports Internet Protocol (IP).

35. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 33, wherein the computer network includes a Local Area Network (LAN).

36. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 33, wherein the computer network includes a Wide Area Network (WAN).

37. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 29, wherein the help engine includes notification of a virtual director engine.

38. (New) The computer program embodied on a computer-readable medium that establishes a virtual consultant training session as recited in claim 37, wherein the virtual director-engine includes a domain expert.

39. (New) A method for establishing a collaborative training session for a plurality of users, comprising the steps of:

(a) receiving information indicative of a goal;

(b) prompting the users to enter a response congruent with the goal;

(c) receiving the response to the goal;

(d) providing at least one user with feedback from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

(e) invoking a chat room to assist the users in achieving the goal.

40. (New) The method for establishing a collaborative training session as recited in claim 39, further comprising the step of calculating a level of congruency between the response and a target response designed to achieve the goal.

41. (New) The method for establishing a collaborative training session as recited in claim 40, wherein the level of congruency is calculated by a virtual director engine.

42. (New) The method for establishing a collaborative training session as recited in claim 41, wherein the virtual director engine is resident on a plurality of servers which are coupled to a computer network.

43. (New) The method for establishing a collaborative training session as recited in claim 42, wherein the computer network supports Internet Protocol (IP).

44. (New) The method for establishing a collaborative training session as recited in claim 42, wherein the computer network includes a Local Area Network (LAN).

45. (New) The method for establishing a collaborative training session as recited in claim 42, wherein the computer network includes a Wide Area Network (WAN).

46. (New) The method for establishing a collaborative training session as recited in claim 41, wherein the virtual director engine calculates the level of congruency using a previous response of one of the users.

47. (New) The method for establishing a collaborative training session as recited in claim 41, wherein the virtual director engine calculates the level of congruency with a success in a previous response of one of the users.

48. (New) The method for establishing a collaborative training session as recited in claim 39, wherein the help engine includes a notification of the virtual director

engine.

49. (New) The method for establishing a collaborative training session as recited in claim 48, wherein the virtual director engine includes a domain expert engine.

50. (New) An apparatus for establishing a collaborative training session for a plurality of users comprising:

(a) logic that receives information indicative of a goal;

(b) logic that prompts the users to enter a response congruent with the goal;

(c) logic that receives the response to the goal;

(d) logic that provides feedback to at least one user from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

(e) logic that invokes a chat room to assist the users in achieving the goal.

51. (New) A computer program embodied on a computer-readable medium that establishes a collaborative training session for a plurality of users, comprising:

(a) a code segment that receives information indicative of a goal;

(b) a code segment that prompts the users to enter a response congruent with the goal;

(c) a code segment that receives the response to the goal;

(d) a code segment that provides feedback to at least one user from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

(e) a code segment that invokes a chat room to assist the users in achieving the goal.

52. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 51, further comprising a code segment which calculates a level of congruency between the response and a target response designed to achieve the goal.

53. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 52, wherein the level of congruency is calculated by a virtual director engine.

54. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 53, wherein the virtual director engine is resident on a plurality of servers which are coupled to a computer network.

55. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 54, wherein the computer network supports Internet Protocol (IP).

56. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 54, wherein the computer network includes a Local Area Network (LAN).

57. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 54, wherein the computer network includes a Wide Area Network (WAN).

58. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 53, wherein the virtual director engine calculates the level of congruency with a success in a previous response of one of the users.

59. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 53, wherein the help engine includes a notification of the virtual director engine.

60. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 59, wherein the virtual director engine includes a domain expert engine.

61. (New) A method for establishing a collaborative training session, comprising the steps of:

(a) receiving information indicative of a goal;

(b) prompting a user to enter a response congruent with the goal;

(c) receiving the response to the goal;

(d) calculating a level of congruency between the response and a target response designed to achieve the goal; and

(e) providing feedback to the user from a collaborative session reflecting the level of congruency to assist the user in achieving the goal.

62. (New) The method for establishing a collaborative training session as recited in claim 61, wherein the method is executed on a plurality of servers that are coupled through a computer network.

63. (New) The method for establishing a collaborative training session as recited in claim 62, wherein the computer network supports Internet Protocol (IP).

64. (New) The method for establishing a collaborative training session as recited in claim 62, wherein the computer network includes a Local Area Network (LAN).

65. (New) The method for establishing a collaborative training session as recited in claim 62, wherein the computer network includes a Wide Area Network (WAN).

66. (New) The method for establishing a collaborative training session as recited in claim 61, wherein the training session is presented using prerecorded multimedia.

67. (New) The method for establishing a collaborative training session as recited in claim 61, wherein the training session is presented using real-time multimedia.

68. (New) The method for establishing a collaborative training session as recited in claim 61, wherein the level of congruency is calculated by a virtual director engine.

69. (New) The method for establishing a collaborative training session as recited in claim 68, wherein the virtual director engine is resident on a plurality of servers which are coupled through a computer network.

70. (New) An apparatus for establishing a collaborative training session, comprising:

(a) logic that receives information indicative of a goal;

(b) logic that prompts a user to enter a response congruent with the goal;

(c) logic that receives the response to the goal;

(d) logic that calculates a level of congruency between the response and a target response designed to achieve the goal;

(g) logic that provides feedback to the user from a collaborative session reflecting the level of congruency to assist the user in achieving the goal.

71. (New) A computer program embodied on a computer-readable medium that establishes a collaborative training session, comprising:

(a) a code segment that receives information indicative of a goal;

(b) a code segment that prompts a user to enter a response congruent with the goal;

(c) a code segment that receives the response to the goal;

(d) a code segment that calculates a level of congruency between the response and a target response designed to achieve the goal;

(e) a code segment that provides feedback to the user from a collaborative session reflecting the level of congruency to assist the user in achieving the goal.

72. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 71, wherein the computer program is resident on a plurality of servers which are coupled through a computer network.

73. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 72, wherein the

computer network supports Internet Protocol (IP).

74. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 72, wherein the computer network includes a Local Area Network (LAN).

75. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 72, wherein the computer network includes a Wide Area Network (WAN).

76. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 71, wherein the training session is presented using prerecorded multimedia.

77. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 71, wherein the training session is presented using real-time multimedia.

78. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 71, wherein the level of congruency is calculated by a virtual director engine.

79. (New) The computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 78, wherein the virtual director engine is resident on a plurality of servers that are coupled through a computer network.

IN THE SPECIFICATION:

On page 1, line 1, please replace the title with --INTERACTIVE SIMULATIONS UTILIZING A REMOTE KNOWLEDGE BASE--.

On page 1, before line 5, please insert the following paragraph:

This application is a continuation of U.S. Application No. 09/305,877 entitled A System, Method and Article of Manufacture for Creating Interactive Simulations Utilizing a Remote Knowledge Base and filed on May 5, 1999, U.S. Application No. 09/306,464 entitled System, Method, and Article of Manufacture for Instantiating a Virtual Consultant with Individualized Interactive Guide, U.S. Application and filed on May 5, 1999, U.S. Application 09/306,465 entitled A System, Method and Article of Manufacture For Creating Collaborative Simulations with Multiple Roles for a Single Student and filed on May 5, 1999, and U.S. Application 09/306,467 entitled A System, Method, and Article of Manufacture for Creating Chat Rooms with Multiple Roles for Multiple Participants and filed on May 5, 1999. The entire disclosure of each is hereby incorporated by reference.

REMARKS

Claims 1-17 correspond to claims 1-17 of U.S. Application 09/305,877. Since the numbering of claims 1-17 has not changed, claims 1-17 are not amended. Claims 18-38 are renumbered corresponding to claims 1-21 of U.S. Application 09/306,464. Claims 39-60 are renumbered corresponding to claims 1-22 of U.S. Application 09/306,467. Claims 61-79 are renumbered corresponding to claims 1-19 of U.S. Application 09/306,465. Non-substantive issues regarding the antecedent basis in the original dependent claims are addressed by replacing "A" with "The" for the first word.

The Applicant has responded to the office action (November 22, 2000) for U.S. Application 09/306,464 on April 18, 2001.

CONCLUSION

Applicants submit that claims 1-77 are in condition for allowance. Should the Examiner have any questions, the Examiner is invited to contact the undersigned at the number set forth below.

Respectfully submitted,

Charles L. Miller
Reg. No. 43,805

BANNER & WITCOFF, LTD.
Ten South Wacker Drive
Chicago, Illinois 60606-7407
(312) 715-3437

Dated: August 22, 2001

VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE SPECIFICATION:

On page 1, line 1, the title has been amended as follows:

[A SYSTEM METHOD AND ARTICLE OF MANUFACTURE FOR CREATING] INTERACTIVE SIMULATIONS UTILIZING A REMOTE KNOWLEDGE BASE